INTERPLAY'S 10 YEAR ANTHOLOGY

CLASSIC COLLECTION

- Mindshadow™
- Tass Times™
- The Bard's Tale™
- Wasteland™
- Dragon Wars™
- Battle Chess®
- Lord of the Rings™
- Castles™
- Star Trek®: 25th Anniversary™
- Out of This World™

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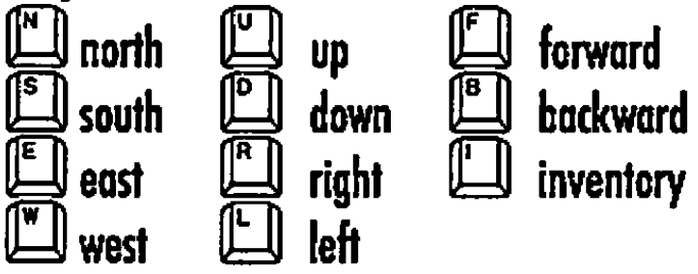
Star Trek®: 25th Anniversary™	1992
Out of this World™	1993

MINDSHADOW™

Tutorial & Commands

At the beginning of the program you'll find a *living manual.* Allow it to take you by the hand. Learn the fundamentals before proceeding.

Key Commands



GO (place): Lets you go to places that key directions won't (ex: GO HUT)

TAKE or GET (item): Puts an item on the screen into your inventory (also GET ALL).

DROP (item): Drops an item from your inventory to the screen (also DROP ALL).

INVENTORY: Type this to list what you're carrying with you.

EXAMINE or LOOK AT (object): Describes the person, place, or thing entered.

OPEN (object): Opens a closed object.

CLOSE (object): Closes an opened object.

READ (object): Tells you what is written.

PUSH/PULL (object): Pushes/pulls an object.

DIG: Lets you dig. This only works if there is loose sand around.

HIT (object) WITH (item): This works to strike two objects together or to strike someone with an object.

LOAD GAME: Loads a saved game.

SAVE GAME: Saves your current game. You will be asked which slot to save in.

Special Commands

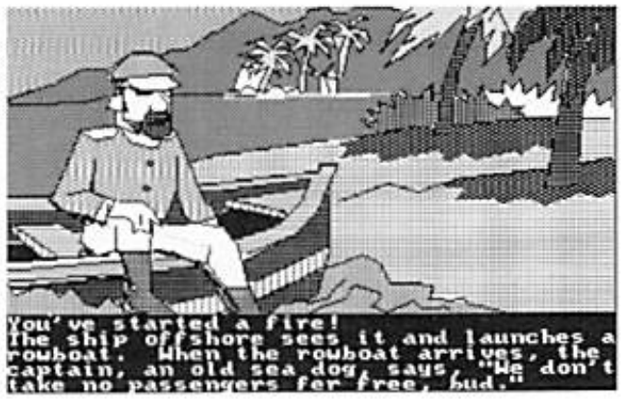
THINK (clue): *A critical command.* Many clues will present themselves during your search. When a clue of any kind presents itself, type THINK (clue). Then, hope for the best. If you haven't thought about enough clues during the game, you'll never win.

HELP CONDOR: A mysterious and slightly weird old bird. A lifesaver. To tap his ancient wisdom, type HELP CONDOR. But, you can only use the Condor three times per game.

Mindshadow™ Hints

1984

- To get off the island, you need to start a fire. To do this, you need some straw, steel and a rock. The steel and rock, when banged together, makes a spark!
- Trouble getting through the quicksand? If you climb down the rocky cliff (using your trusty vine, of course) you will find a cave. Try digging in the cave's loose sand.


You've started a fire!
The ship offshore sees it and launches a rowboat. When the rowboat arrives, the captain, an old sea dog, says, "We don't take no passengers fer free, bud."

▲ Pirates won't let anyone on board their ship for free. Usually they require a bribe. Something a pirate can really use...

You've stumbled upon the crew's quarters. It is a foul, dank place but these scurvy characters call it home. You weren't invited.
Command > Q

▲ On a new ship and people are treating you bad? Well, punch 'em out! If your fists don't command respect, try a rock!

Command > GO TO THE RIGHT.
Abafts, matey. You find a barnacle-encrusted anchor tethered to a rusty winch at the ship's stern.
Command > Q

▲ You cannot break a ship's anchor with your bare hands, but you can with something sharp... like a meat cleaver!

10TH ANNIVERSARY
1983 INTERPLAY 1993

Controls, Commands

LEGEND

PICTURE WINDOW	1
GET	2
TALK TO	3
DROP	4
BUY	5
HIT	6
TELL ME ABOUT	7
LOOK	8
ENTER	9
INVENTORY	10
COMPASS	11
THE STORY	12

Tonetownians can be very particular about being addressed by name. If you want to have a pleasant (and informative) conversation with someone, you must start your statements with the name of the person you're talking to—for example, "CHAZ TELL ME ABOUT THE BOOK."

Direction Keys

- ↑ Go North
- → Go East
- ← Go West
- ↓ Go South

Function Keys

- F1 Save Game
- F2 Load Game
- F3 Repeat (last command)
- F4 Tell me about...
- F5 Drop
- F6 Get All
- F7 QUICKSAVE
- F8 QUICKLOAD
- F9 Talk to
- F10 Look at

and Hints

1985

N
W E
S
It could use a good dusting. There is a half-eaten pizza and a fishbowl sitting on the lab bench.
You see a book.
Command > TAKE PICKS
You got a bunch of guitar picks.
Command >

N
W E
S
The ground feels spongy and dust billows up with each step. Large mushroom growths encrust the tree trunks. A dank musty odor permeates the air, making it difficult to breathe. Out of the thick air flash Red Devils, curly neon tubes of lightning. They singe the ground as

- ▲ Once you're in this weird world you're going to need money. Sorry bud, but your cash from back home won't work here! In this place, music is very valuable. They use guitar picks for their currency! And didn't you see some of those in that fish bowl in gramps lab?
- ◆ Looking for a security card? Well, your newspaper says that one was lost in the forest somewhere. If you buy one of those lovable Blob pets and take him through the forest, he'll find it for you!
- ▲ Red Devils are hot stuff! To get one, you're going to need two things. One is Mitts to grab it. You can get some at Fast Freddy's Burgers. The second is something to put it in, like a Jar. Try looking in an open trench for that one.
- ◆ Franklin Snarl has a locked fence to his place. And you don't have a key. Well, there is none. Try crawling into the well. You'll need some light. Oh and by the way, Franklin's *security system* will have you for lunch unless you can fool it in to thinking that you are him. Isn't Mr. Snarl part Raccoon?

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The BARD'S TALE™

Ye Commands

In the Guild of Adventurers

Add member (to party). A character that has an * before it is saved.

Remove member. Removes character from party and saves to disk.

Create a character (and save to disk).

Delete a character. Erases a character from disk permanently.

Save party. Saves the party to disk.

Leave game. Exits to DOS.

Enter city. Begin adventuring in Skara Brae!

General Commands

Moves highlight up or down.

Cancel. Exits from menu.

Adventuring in Skara Brae:

Move forward

Turn 90° Left

Turn 90° Right

Turn Around

View character #1, or for #2, etc.

Cast a spell. Asks you for character # and which spell.

Time out. Pauses the game.

Use item. Asks you for character #.

Party attack. Allows a party member to attack another party member.

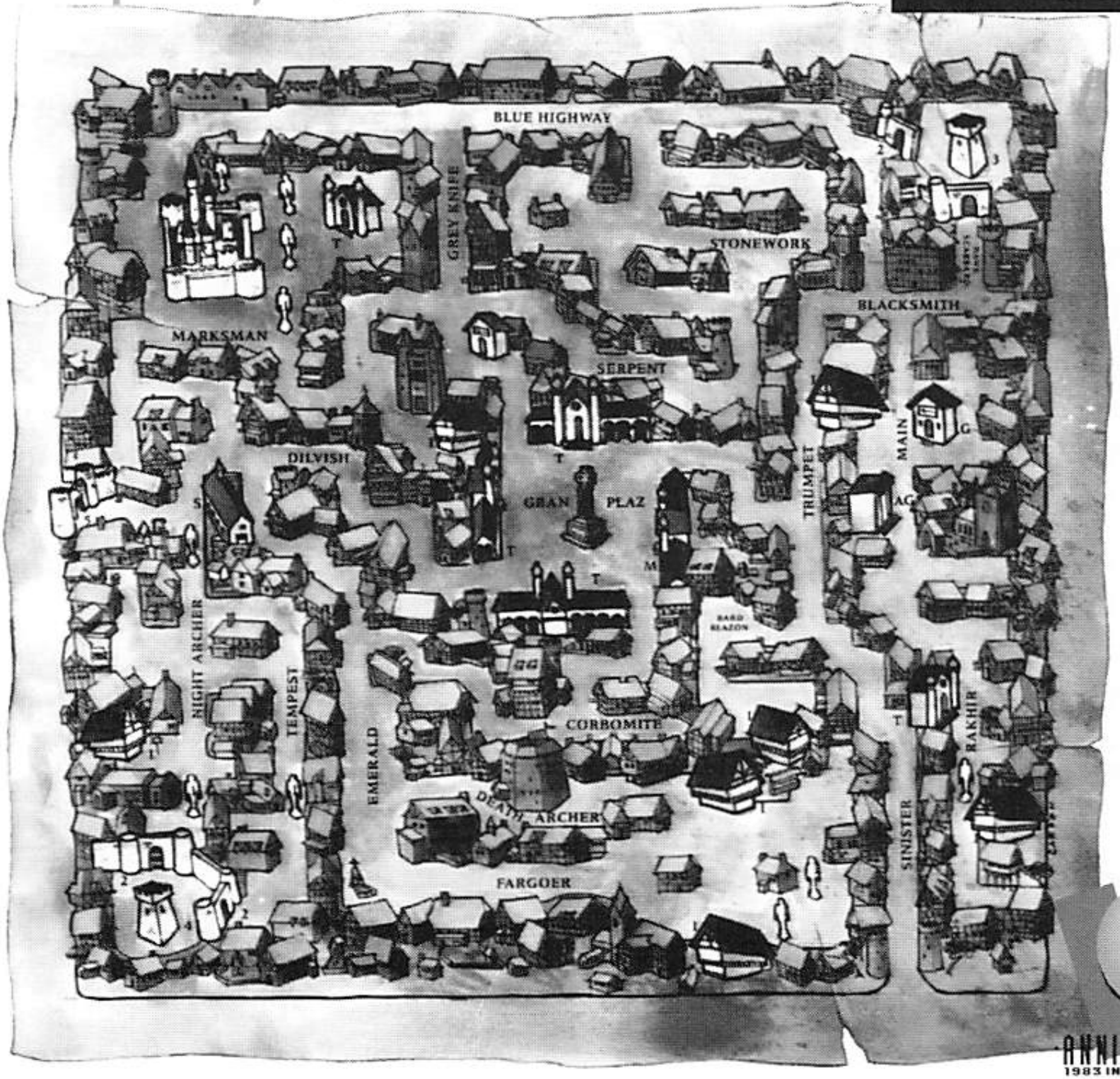
Bard song. Your bard plays a song.

Number change. Changes party order.

Volume On/Off.

Map of Skara Brae

1986



TH ANNIVERSARY

1983 INTERPLAY 1993

BATTLE CHESS™

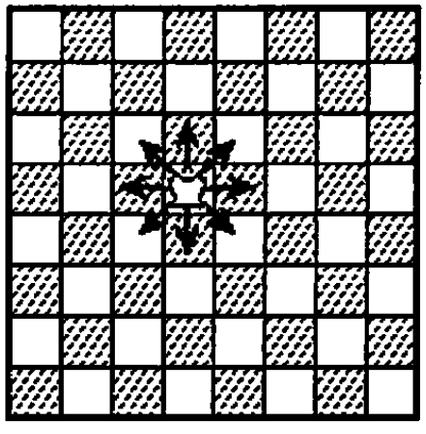
Commands & Pieces

Mouse Controls

Left Mouse Button: Click on a piece to select it, then click on the square to move it to.

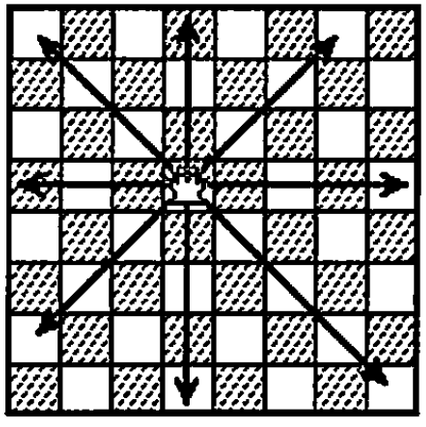
The King

Your most important piece, when he is checkmated, you lose the game. The object of chess, then, is to checkmate your opponent's king. Your king may move one square in any direction as long as he is not currently in check, will not pass through check, and does not end up in check.



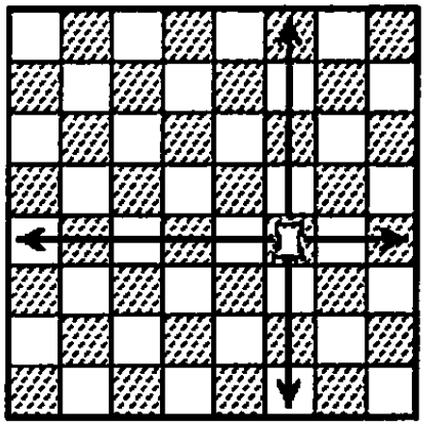
The Queen

The queen may move along straight lines (up/down, left/right or diagonally). Like all pieces (except the knight), she may not jump over another piece.



The Rook

Rooks may move in rank and file only. Rooks are required for Castling.

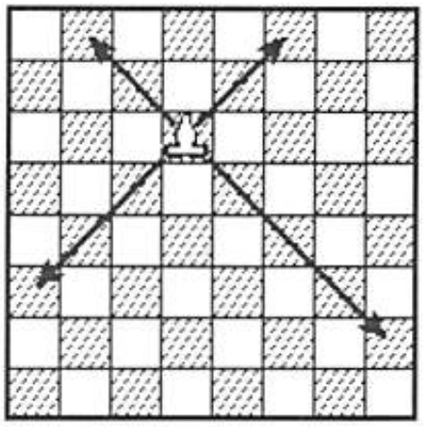


and Movement

1987

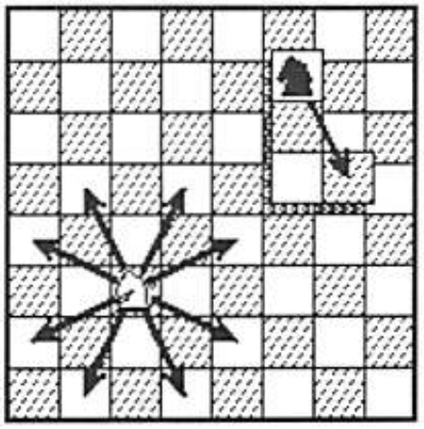
The Bishop

The king's advisors, the bishops may only move along the diagonals of the board.



The Knight

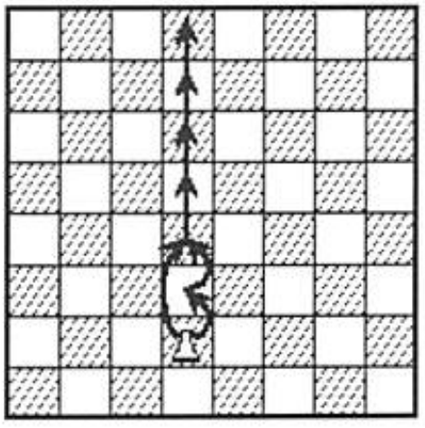
The knight is the only piece which ignores other pieces in his path. The knight's L-shaped movement is drawn below.



The Pawn

The weakest piece, pawns may never move backward. Reaching the end of the board (your opponent's first rank) will allow the pawn to retire and in return he may select any piece to replace him. In this manner you may have up to nine queens on the board at the same time.

Each pawn may also lunge on his own first move. This lets you move two squares instead of one. Otherwise the pawn moves one square at a time, forward only.



There is much more to be learned in chess, and plenty of great books outlining chess' complete rules and strategy tips.

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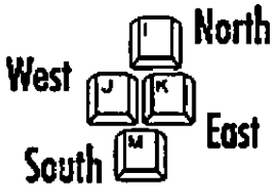
WASTELAND™

Commands & Terms



are also respective movement keys.

View character 1-4.

Toggles Party Roster.

Use Item/Skill/Attribute

Change the party order

Disband a party member*

Execute a battle round

Radio the Ranger Base

Save Game. You can Quit from here.

Wait for awhile

During Combat

Speed/Slow the message rate

Run: entire party or one member*

Use an Item/Skill/Attribute

Hire (a person or creature). Will let it join your party

Evade all attacks this combat round

Attack with readied weapon

Change Weapon.

Loads ammo into your readied weapon, unjams a jammed weapon

Toggles Tactical Map.

Combat Terms

AC The higher your AC, the less damage you suffer from attacks.

AMM The ammunition left in your weapon.

MAX Your character's max CON points.

CON Your character's current CON points.

WEA Your character's readied weapon.

Wasteland™ Hints

1988

Excerpts from a Ranger's diary

HIGHPOOL

Bobby... We found this kid cowering in the corner. He wouldn't tell us anything until Stew put his face two inches from the boy's and asked all these questions about the cave and about Jackie and about the dog. Here the kid lost it (maybe out of fear, maybe because Stew's breath was so bad). He started babbling about how his dog Rex was sick and how he told Jackie not to go down into the cave.

THE CAVE

It wasn't easy to find at first, but we finally did, thanks to my great perception. We used our climb skill to get over the piles of rocks and encountered Rex, Bobby's sick dog (Rex was rabid, if you want to know the plain truth). Rather than let the dog go on in its sick, frothy misery, I did the humane thing and sent it to the big kennel in the sky with a single bullet. We found Jackie crouching behind the rocks in the very back of the cave and escorted her out.

DARWIN VILLAGE

We had heard from some of the townsfolk in Needles that the southern entrance was laced with radioactive waste. If we had radiation suits, we could've taken the more direct southern route, but we didn't so we had to leg it north and enter through the mountains.

MAD DOG FARGO & METAL MANIAC

We found these two guys sicker than dogs. They had somehow been poisoned and all that would save them was an antitoxin. Eugene ran over to the lab next door to see what he could whip up. With the chemicals that we found in a locker in the bunkhouse at Ugly's Hideout in Quartz and with a couple pieces of fruit, Eugene made two doses of antitoxin which he administered to the men. In minutes, their fevers broke and within hours, the men were nearly back to full health and offering their services to us.

BLACK MARKET

Looking through his list of coveted passwords, Eugene gave the two guards CRETIN. The two guards stepped aside and let us get close to the counter. Here were the best weapons we'd seen yet. Although the prices were fairly stiff, Kate picked up a nice assortment of explosives.

One thing about the desert: *Anything goes.* It's just one big lawless sandbox. Do anything you want, but just don't get yourself killed. That tends to shorten your lifespan incredibly. Good luck and may your Uzi never jam.

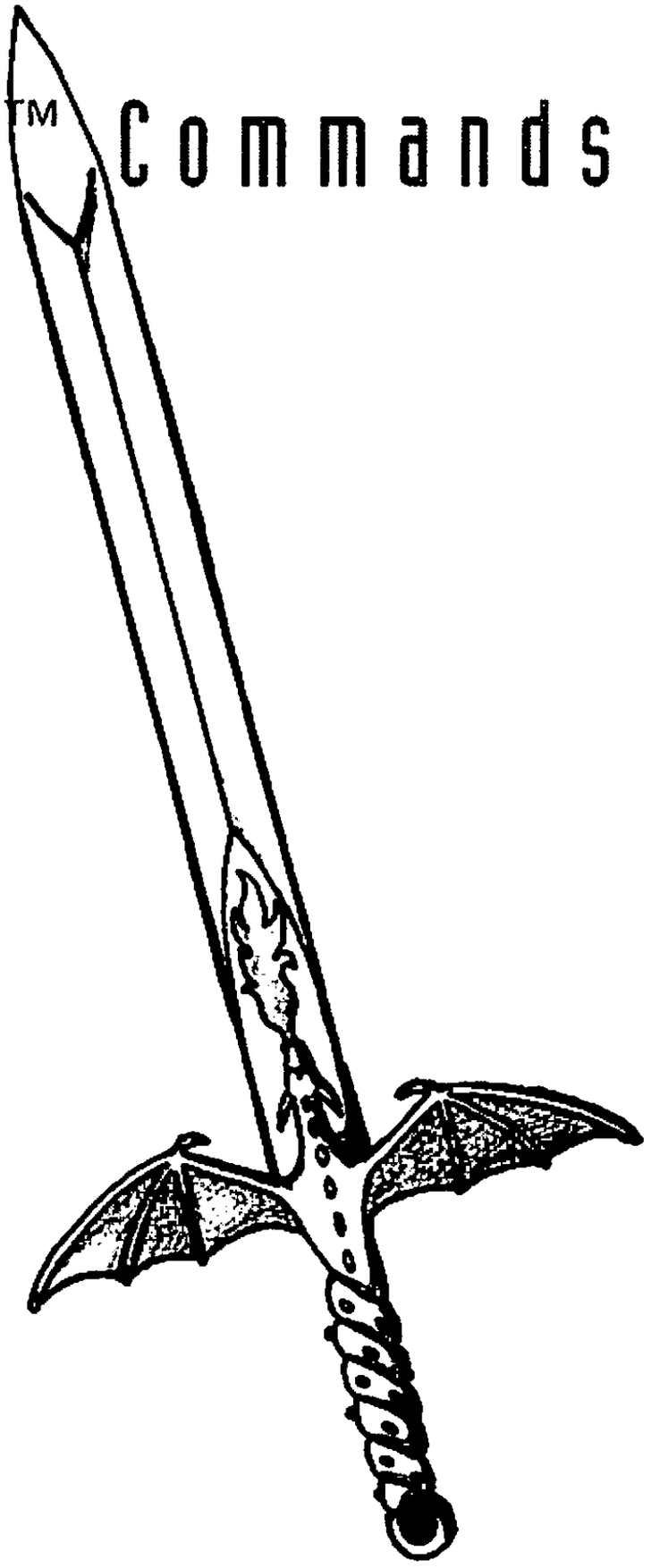
DRAGON WARS™

Dragon Wars™ Commands

- [I] Move one space Forward (also [↑])
- [J] Turn 90° Left (also [←])
- [L] Turn 90° Right (also [→])
- [↓] Turn Around

- [1] [2] [3] [4] View Character 1 (or [2] [3] [4])
- [U] Use Item/Skill/Attribute
- [O] Change party order
- [D] Dismiss party member
- [X] Spend Experience
- [C] Cast a Spell
- [P] Enable/Disable combat pictures
- [?] Display the Automap
- [Q] Quit the game
- [S] Save the game
- [Pause] Pause the game

For other commands, press the first letter of the command word. (i.e., Press [A] for Attack or [R] to Run.)



and Hints

1989

"Purgatory used to be a nice place, before they sealed off all the exits and cut off the food. Now rats rule these streets, and I, Clopin Trouillefou, am King Rat!

"I know Purgatory like the back of my hand, so you'd better listen to what I say. Your first priority upon arriving in my city is to get armored and get armed. You'll doubtless have a brawl or two almost immediately after your arrival, but you should have little trouble surviving unless you're a total wimp. A good initial strategy is to strike almost due north from the Main City Square and sign up for a battle in the arena. You'll get the snot kicked out of you, but at least you'll score some weapons.

"Magic is forbidden in Dilmun, but no one can stamp out the art entirely. You'll find a modest scroll shop due west of the statue of Namtar (a nice bit of irony, that). The scrolls won't do you any good unless you are skilled in Low Magic. If you intended to do any intense spellcasting in the city, you'll want to investigate the southeast corner of town, right behind the harbor wall. You'll find it refreshing.

"My favorite tavern is in the northeast section of town, not far from the arena. The place is usually lousy with drunks, but they'll scatter if you give them a taste of steel. The tavern is good for picking up the latest rumors, and you might even find a fool there interested in joining your quest. If one of your friends dies, you should do your civic duty and deliver the corpse to the city morgue north of the harbor and east of the main square. I've heard some have tried to escape the city hidden in a bag of corpses, but I wouldn't want to try it. Nor would I ever consider surrendering myself to slavery just to escape the city, but you can take that way out by visiting the slave market north of the statue of Namtar.

"My own part of town is in the southwest, and you'll likely stumble on my court if you wander in my neighborhood. I might have a job for you, if you're a cut above the common scum I usually deal with. Play your cards right and you might even score enough gold to pay the outrageous prices demanded by the black market. The black market shop is just a few blocks west of the arena. Not far to the north of my court you'll find a shrine to the Dark Lady, Irkalla...be sure to pay her your respects before entering the Aspu Waters.

"One last bit of advice. Don't be in such a hurry to leave Purgatory. As bad as it is inside, it's tougher outside. If you don't believe me, have a look for yourself. There's a secret door leading behind the wall in the northwest tower of the city, and a door leading to 'freedom' in the southwest corner of the wall.

"Be seeing you."

— Clopin

CASTLES™

Castles™ Commands

Left Mouse Button (also X)

- ▲ On border of screen, makes screen pan in that direction.
- ▲ On section of castle, brings up info on that section.

Right Mouse Button (also Z)

- ▲ Brings up Command Menu

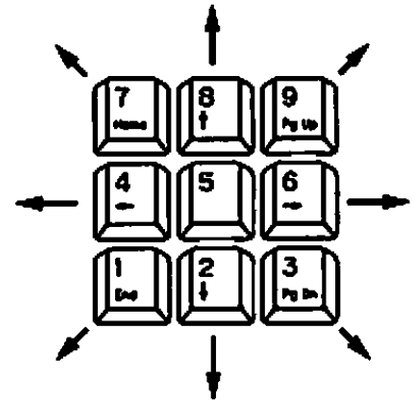
Keyboard Commands

- F — Flip view of castle (Front/Back)
- J — Toggle Joystick On/Off
- M — Toggle Music On/Off
- Q — Quit the game
- [ ] — Slow/Speed messages
- Pause — Pauses game

Messenger Screen Only...

- R — Repeat Message
- T — Show Treasury and Infantry

Cursor Movement



Things to Remember

The more you pay your workers, the more you can hire. Keep your workers busy. When not told what to work on they just stand aroud... reassign them instead!

Deploy your troops immediately when you are told of a gathering army! Hesitation may cost the king his castle!

When designing your castle, it is good to have one tower per two or three wall segments. Towers reinforce wall strength.

and Hints

The Tips and Tactics of Warfare

Archers: The greatest advantage of archers is their range. An archer unit engaged in hand to hand combat will almost certainly lose. To use range to their advantage, place archer units inside castle towers. This will definitely make them harder to reach.

Infantry: Infantry must run towards their opponents and fight with sword and shield. Infantry work best when they are all grouped together close to your castle. This will allow them to meet the enemy all at once rather than one unit at a time. Also, by being placed so far away from the oncoming attackers, the archers can soften the enemy up with some volleys of arrows.

The most critical part of castle defense is having a big castle. The bigger the castle, the more troops you can comfortably hold within its walls. Thick outer castle walls make your fortress very hard to penetrate with catapults. Make sure to have a lot of food in reserve in case of a long siege.

I've tried and tried, but I can't seen to get an excellent labor mix!

Well, the trick to get an excellent labor mix is (1) to have a lot of diggers. The diggers not only dig moats, they provide the sand for the mortar that holds the castle together. (2) is to increase the workers wages. Nothing makes your workers happier and work better together than having their pockets full of gold! Costly? Yeah, but you can always tax it back from them...

Here's a hint: When you lay down the foundation of your castle, buy excess amounts of workers and pay them outrageous wages. They will get your castle built incredibly fast. When your castle is almost completed (or your funds are almost exhausted) just get rid of the extras you don't really need.

I'm having a problem with the Thieves Guild. How do I get rid of them?

Actually, the Thieves Guild is impossible to stamp out entirely. If you get rid of one Guild, another will just take it's place. You can never permanently eliminate these "gentlemen."

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LORD of the RINGS™

Commands

Map Screen

Left Mouse Button

▲ Move character/party in cursor direction.

Right Mouse Button

▲ Open Command Menu (also space bar)

Display options menu

Command Menu

Attack with readied weapon, or fists if no weapon is equipped.

Talk to people. Can be used to recruit members or learn news.

Use an item. This displays the selected character's inventory.

Use a Skill. This displays the selected character's Skill list.

Selects a new party leader. The leader you control while the party follows.

Get an item. Useful when people present you with things.

Cast a Magical Spell or use a Word of Power.

View a character's vital statistics.

Choose another party member to view or use.

Exit command menu.

Character's Statistics

DEX Dexterity. Quickness & coordination.

STR Strength. Overall physical might.

END Endurance. Stamina and constitution. Reduces damage.

LUCK Luckiness. How lucky a character will be in certain situations.

LIFE Your character's current Life Points.

WILL Willpower. Ability to control oneself. Used in casting spells.

and Hints

1991

The quest of the ring got you down? Sauron's not playing fair? Or are you just stuck? Never fear! These hints will give you a hand!

How do I get through the hedge gate from the Shire into the Old Forest?

The Hedge Gate is a private entrance used by the Brandybucks. Since the gate is locked, you need the Gate Key. Try looking in the cellar of Brandy Hall. There is a bathtub there that has a peculiar shiny spot...

I've looked everywhere, where is the Golden Wheel?

In the North Eastern section of the Old Forest, there is a cavern entrance just east of Sharkey's Shipping. Down in the cavernous mines, dig in the loose rubble with your pick. There you will find the Golden Wheel, but with its discovery, you will unleash a powerful foe...

I've reached Rivendel and talked to Elrond, but the council will not start without Gandalf. Where is he?

Actually, he is closer than you think. Travel east from the entrance to Rivendel and then walk north along the edge of the mountains. Gandalf will be there, and before you know it, he's off to the council!

Yikes! The Balrog keeps eating my party! What do I do?

If you meet the Balrog anywhere in Moria (except at Durin's Bridge) use the Golden Wheel. Its holy powers will make Morgoth's Servant flee from sight. When the Balrog stops your party at Durin's Bridge, you have two choices. Stay and fight (Not recommended!) or Gandalf can use his Wizard's Staff to shatter the bridge and send the Balrog to his doom.

STAR TREK®: 25th Anniversary™

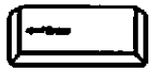
Controls, Commands

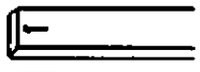
Keyboard Commands

On the Bridge

Move cursor from Main Viewing Screen onto the Bridge

Ship's Speed (Slow...Fast)

 Fire Ships Phasers

 Fire Ship's Photon Torpedoes

Pause the game

Toggle from Standard Viewing Screen to Full Screen view

CHECKOV

Arm/Disarm Ships Weapons.

Navigation Screen

SULU

Raise/Lower Ships Shields

Orbit around a planet

Toggles Target Analysis

Increase Viewing Screen Mag.

Decrease Viewing Screen Mag.

SCOTT

Emergency Power. Makes your ship run better and faster, only briefly.

Damage Control. Brings up a list of components to repair.

SPOCK

Talk to Spock.

Access the Computer Library.

UHURA

Open Hailing frequency.

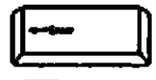
KIRK

Access Kirk's Commands: Captain's Log, Beam Down to Planet or Vessel, Options Menu

MESSAGE CONTROLS

Scroll through the displayed message.

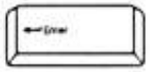
Select between choices.

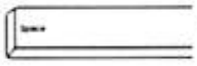
 Use current selection.

Continue.

and Hints

On the Planet

 Selects Golden Boy* Command. Also moves characters in direction of cursor when walking.

 Turns Golden Boy on/off.

What do those controls in the Nauian Control Room in the first episode do?

The aliens on this planet are in hibernation. The controls will wake them up if set to the right positions. The lights next to the controls are controlled by the slide switches. All the lights must be set to their lowest setting. All it takes is playing with the switches!

What is Base 3?

Base 3 is mathematics that has only 3 digits (unlike our 10 digit mathematics). With only 3 digits to use, 00 would equal our 0, 01=1, 02=2, 10=3, 11=4, 12=5, 20=6, 100=10, 221=25, and 10201=100, etc.

Star Ship Combat Tips

Using reverse speed (the key just left of the key) can sometimes throw your enemies off balance. Most of your enemies will not know how to react against such a tactic!

Klingon™ Ships: These ships are powerful, but they're not too fast. Use your speed to your advantage. Flying away usually gives you time to repair!

Romulan™ Ships: These ships are very slow, but can turn on a dime. They usually uncloak only when they are ready to fire, so when they appear on your radar, get ready for evasive maneuvers! When they cloak, their ship will still obscure stars, so watch carefully for any visual distortions!

Elasi™ Ships: These ships rely mainly on speed. Though they are very fast, a few good hits will knock them out. Try aiming for the sides of their ships; their hull is weakest there.

*see pages 20-21 for more information.

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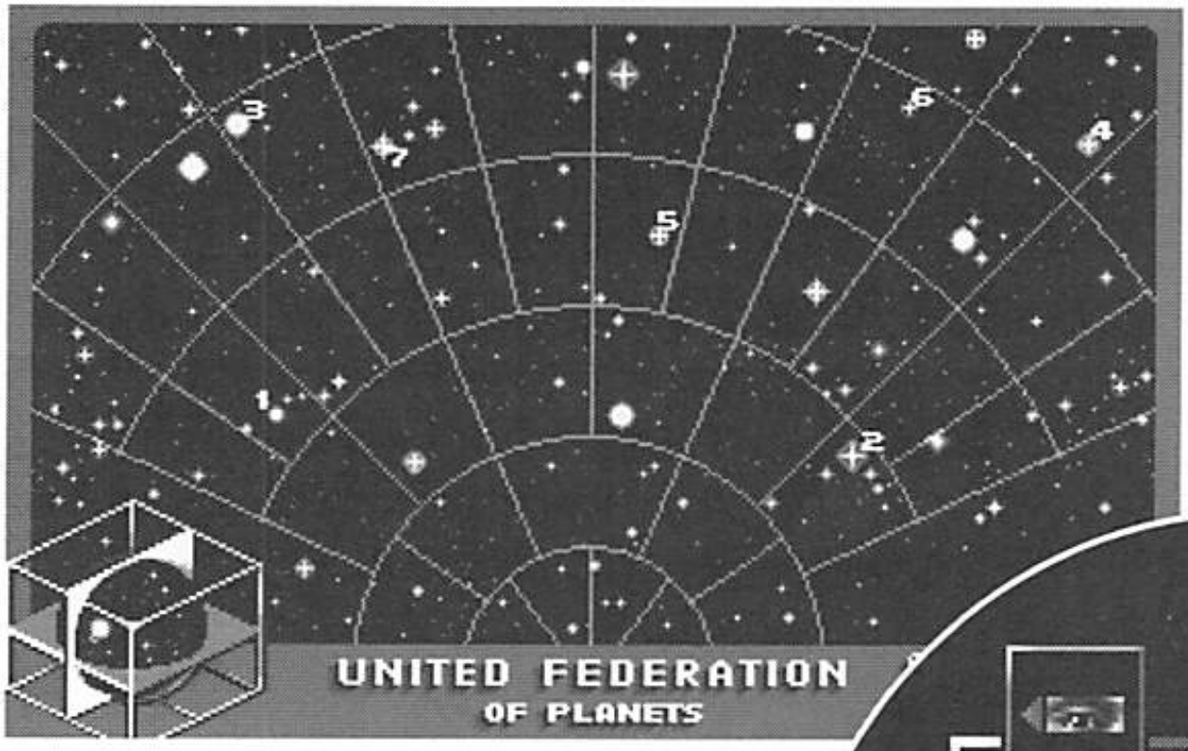
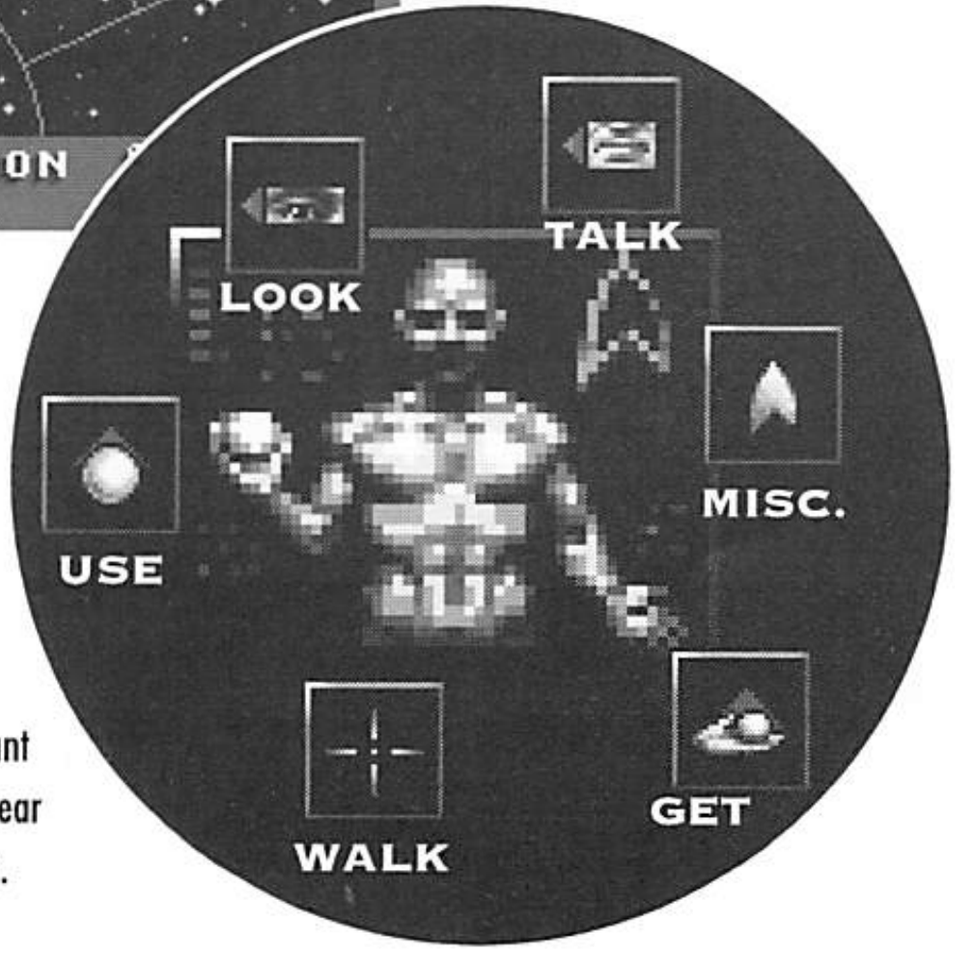
Trek Extras...

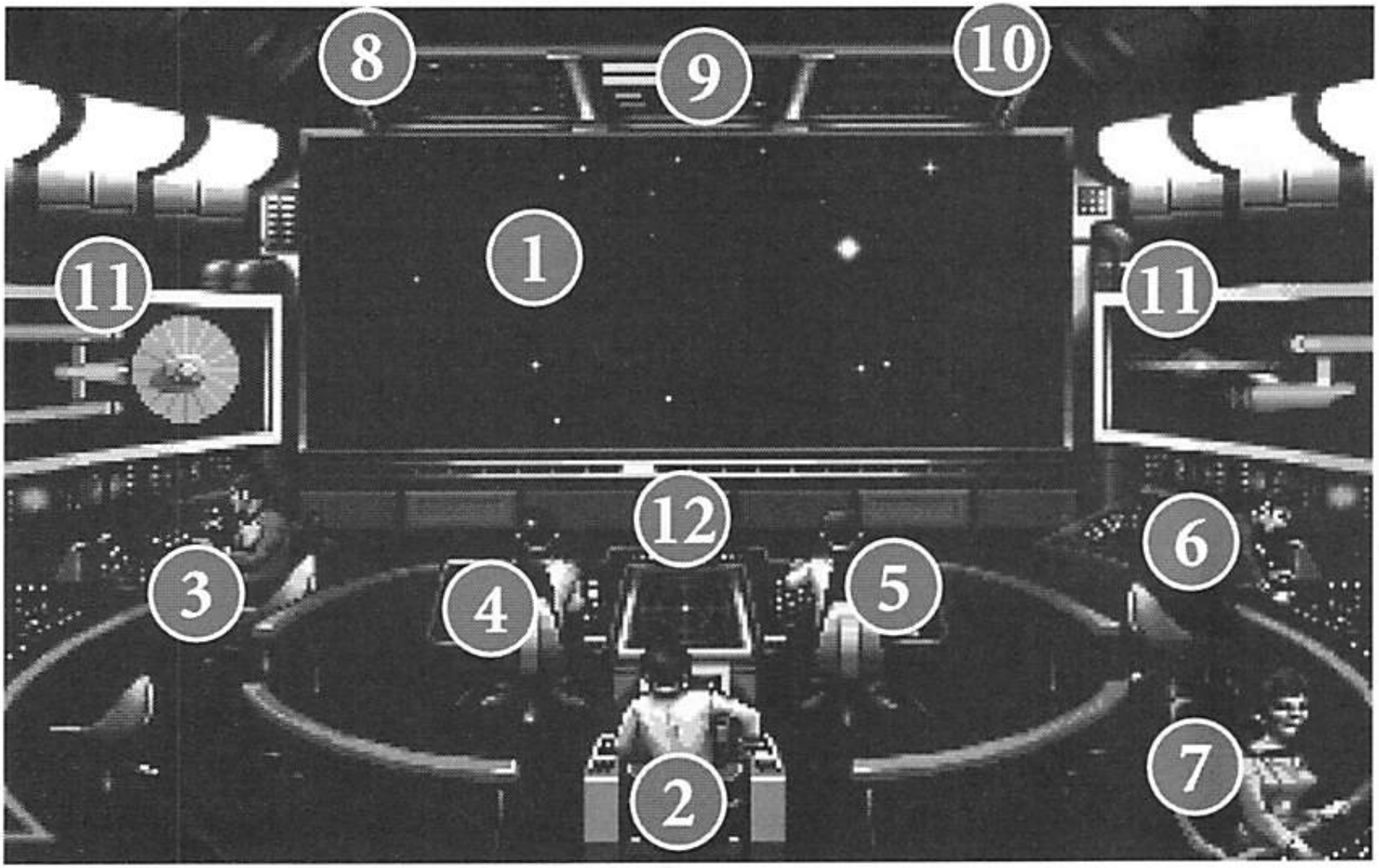


LEGEND

POLLUX	1
ALPHA PROXIMA	2
ARK-7	3
HAKKOUR	4
BETA MYAMID	5
DIGIFAL	6
HARLEQUIN	7



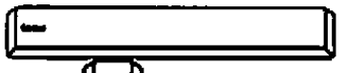
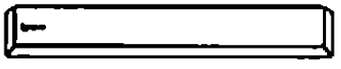
The Golden Boy: move your mouse around him until the command you want activates. Command icons are shown near their place, except press SPACE for Walk.



The Bridge with 1-Main Screen. Crew members 2-Capt. Kirk, 3-Scotty, 4-Sulu, 5-Chekov, 6-Spock, 7-Uhura. Monitors include 8-Phaser Ready, 9-Power Status/ Speed Status, 10-Photon Torpedo Ready, 11-Ship Systems, and 12-Ship Position.

OUT of this WORLD™

OOTW Commands

Actions	Keys	Save Code	Description
Jump			
Walk Right			
Walk Left			
Run Right	Hold and press		
Run Left	Hold  and press		
Crouch			
Kick	 when not holding a weapon		
Fire Gun	when holding a Laser Gun		

Brings you to the Codes Screen where you can resume your game

Toggles Sound On/Off

Pauses the Game

Exits game

and Hints

This is a cool gun, but how do I work it?

Your new gun has three settings. The first is a laser bolt that can turn any alien into a pile of protoplasm.

The second setting is activated by holding down the gun's trigger until a small blue light appears at the end of its barrel. This will form an energy shield that will absorb any laser fire hitting it.

The third setting is the most dangerous. To activate it, hold down the trigger even longer than the second setting. A large blue globe will appear. When released, your weapon fires a blast powerful enough to blow apart walls, tear down enemy shields, or atomize your foes. Be careful, though. Using the third setting seriously depletes your gun's energy. Use only in emergencies!

In some rooms, I see little electrical wires running through the wall. What are they?

Those wires you see are part of the Alien Base's security system. There are many parts in the game you will not be able to get through unless the security system is destroyed. If you see a security line (several moving dashes along a line), trace it to its source and blast it!

I can't get by this room. There is a guy on the other side of a big door and every time I try to go through it, he blasts me before I can do anything! He has a shield in front of him so I can't hurt him!

Well, before going through the door, put up a shield in front of it. Now go through. Oops, it appears he has grenades too. Try this: put up a shield before the door. Open the door and wait for the alien to roll a grenade towards you. Then, move back so the door closes. The grenade will bounce harmlessly off the closed door and back at the alien! BOOM! End of story.

1993

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